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We describe how to create with machine learning techniques a generative, speech animation module. A human subject is first recorded using a videocamera as he/she utters a predetermined

speech corpus. After processing the corpus automatically, a visual speech module is learned from the data that is capable of synthesizing the human subject's mouth uttering entirely novel utterances that were not recorded in the original video. The synthesized utterance is re-composited onto a background sequence ...

4 On face detection in the compressed domain 84%
Huitao Luo , Alexandros Eleftheriadis
Proceedings of the eighth ACM international conference on Multimedia October 2000

We propose a fast face detection algorithm that works directly on the compressed DCT domain. Unlike the previous DCT domain processing designs that are mainly based on skin-color detection, our algorithm analyzes both color and texture information contained in the DCT parameters, therefore could generate more reliable detection results. Our texture analysis is mainly based on statistical model training and detection. A number of fundamental problems, e.g., *block quantization, prepro ...*

5 Style machines 84%
Matthew Brand , Aaron Hertzmann
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

We approach the problem of stylistic motion synthesis by learning motion patterns from a highly varied set of motion capture sequences. Each sequence may have a distinct choreography, performed in a distinct sytle. Learning identifies common choreographic elements across sequences, the different styles in which each element is performed, and a small number of stylistic degrees of freedom which span the many variations in the dataset. The learned model can synthesize novel motion data in any ...

6 Filtering: Bayesian online classifiers for text classification and filtering 83%
Kian Ming Adam Chai , Hai Leong Chieu , Hwee Tou Ng
Proceedings of the 25th annual international ACM SIGIR conference

on Research and development in information retrieval August 2002
This paper explores the use of Bayesian online classifiers to classify text documents. Empirical results indicate that these classifiers are comparable with the best text classification systems. Furthermore, the online approach offers the advantage of continuous learning in the batch-adaptive text filtering task.

7 A multi-expert system for the automatic detection of protein domains from sequence information 82%
Niranjan Nagarajan , Golan Yona
Proceedings of the seventh annual international conference on Computational molecular biology April 2003
We describe a novel method for detecting the domain structure of a protein from sequence information alone. The method is based on analyzing multiple sequence alignments that are derived from a database search. Multiple measures are defined to quantify the domain information content of each position along the sequence, and are combined into a single predictor using a neural network. The output is further smoothed and post-processed using a probabilistic model to predict the most likely transitio ...

8 Random projection in dimensionality reduction: applications to image and text data 82%
Ella Bingham , Heikki Mannila
Proceedings of the seventh ACM SIGKDD international conference on Knowledge discovery and data mining August 2001
Random projections have recently emerged as a powerful method for dimensionality reduction. Theoretical results indicate that the method preserves distances quite nicely; however, empirical results are sparse. We present experimental results on using random projection as a dimensionality reduction tool in a number of cases, where the high dimensionality of the data would otherwise lead to burden-some computations. Our application areas are the processing of both noisy and noiseless images, and i ...

9 Voice puppetry 82%
Matthew Brand
Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999

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John Shawe-Taylor , Nello Cristianini
Proceedings of the twelfth annual conference on Computational

learning theory July 1999

11 Improving text retrieval for the routing problem using latent semantic indexing 82%
David Hull
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12 Session 6C: mobile embodied agents: The AGILO autonomous robot soccer team: computational principles, experiences, and perspectives 82%
Michael Beetz , Sebastian Buck , Robert Hanek , Thorsten Schmitt , Bernd Radig
Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 2 July 2002
This paper describes the computational model underlying the AGILO autonomous robot soccer team, its implementation, and our experiences with it. The most salient aspects of the AGILO control software are that it includes (1) a cooperative probabilistic game state estimator working with a simple off-the-shelf camera system; (2) a situated action selection module that makes ample use of experience-based learning and produces coherent team behavior even if inter-robot communication is perturbed; an ...

13 Scalable feature selection, classification and signature generation for organizing large text databases into hierarchical topic taxonomies 80%
Soumen Chakrabarti , Byron Dom , Rakesh Agrawal , Prabhakar Raghavan
The VLDB Journal — The International Journal on Very Large Data Bases August 1998
Volume 7 Issue 3
We explore how to organize large text databases hierarchically by topic to aid better searching, browsing and filtering. Many corpora, such as internet directories, digital libraries, and patent databases are manually organized into topic hierarchies, also called *taxonomies*. Similar to indices for relational data, taxonomies make search and access more efficient. However, the exponential growth in the volume of on-line textual information makes it nearly impossible to maintain such taxono ...

14 Data clustering: a review 80%


A. K. Jain , M. N. Murty , P. J. Flynn
ACM Computing Surveys (CSUR) September 1999
Volume 31 Issue 3

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

15 Multimodal people ID for a multimedia meeting browser 80%


Jie Yang , Xiaojin Zhu , Ralph Gross , John Kominek , Yue Pan , Alex Waibel
Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

A meeting browser is a system that allows users to review a multimedia meeting record from a variety of indexing methods. Identification of meeting participants is essential for creating such a multimedia meeting record. Moreover, knowing who is speaking can enhance the performance of speech recognition and indexing meeting transcription. In this paper, we present an approach that identifies meeting participants by fusing multimodal inputs. We use face ID, speaker ID, color appearance ID, a ...

16 Trajectory clustering with mixtures of regression models 80%


Scott Gaffney , Padhraic Smyth
Proceedings of the fifth ACM SIGKDD international conference on Knowledge discovery and data mining August 1999

17 Regret bounds for prediction problems 80%


Geoffrey J. Gordon
Proceedings of the twelfth annual conference on Computational learning theory July 1999

18 A new approach for evolving clusters 80%


Robert E. Marmelstein , Gary B. Lamont
Proceedings of the 1999 ACM symposium on Applied computing February 1999

19 Visual tracking for multimodal human computer interaction 80%
Jie Yang , Rainer Stiefelhagen , Uwe Meier , Alex Waibel
Proceedings of the SIGCHI conference on Human factors in computing systems January 1998

20 Learning probabilistically consistent linear threshold functions 80%
Tom Bylander
Proceedings of the tenth annual conference on Computational learning theory July 1997

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21 Data mining of multidimensional remotely sensed images 80%
Robert F. Cromp , William J. Campbell
Proceedings of the second international conference on Information and knowledge management December 1993

22 Specifying gestures by example 80%
Dean Rubine
ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques July 1991
Volume 25 Issue 4

23 Query by committee 80%
H. S. Seung , M. Opper , H. Sompolinsky
Proceedings of the fifth annual workshop on Computational learning theory July 1992

We propose an algorithm called query by commitee, in which a committee of students is trained on the same data set. The next query is chosen according to the principle of maximal disagreement. The algorithm is studied for two toy models: the high-low game and perceptron learning of another perceptron. As

the number of queries goes to infinity, the committee algorithm yields asymptotically finite information gain. This leads to generalization error that decr ...

24 Real time application of artificial neural network for incipient fault detection of induction machines 77%

Mo-yuen Chow , Sui Oi Yee

Proceedings of the third international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 2 June 1990

This paper describes several artificial neural network architectures for real time application in incipient fault detection of induction machines. The artificial neural networks perform the fault detection in real time, based on direct measurements from the motor, and no rigorous mathematical model of the motor is needed. Different approaches used to develop a reliable fault detector are presented and compared in this paper. The designed networks vary in complexity and accuracy. A high-orde ...

25 Session C4: bio-medical II: Graphical strategies to convey functional relationships in the human brain: a case study 77%

Tomihisa Welsh , Klaus Mueller , Wei Zhu , Nora Volkow , Jeffrey Meade

Proceedings of the conference on Visualization 2001 October 2001

Brain imaging methods used in experimental brain research such as Positron Emission Tomography (PET) and Functional Magnetic Resonance (fMRI) require the analysis of large amounts of data. Exploratory statistical methods can be used to generate new hypotheses and to provide a reliable measure of a given effect. Typically, researchers report their findings by listing those regions which show significant statistical activity in a group of subjects under some experimental condition or task. A numbe ...

26 Clustering algorithms: Alternatives to the k-means algorithm that find better clusterings 77%

Greg Hamerly , Charles Elkan

Proceedings of the eleventh international conference on Information and knowledge management November 2002

We investigate here the behavior of the standard k-means clustering algorithm and several alternatives to it: the k-harmonic means algorithm due to Zhang and colleagues, fuzzy k-means, Gaussian expectation-maximization, and two new variants of k-harmonic means. Our aim is to find which aspects of these algorithms contribute to finding good clusterings, as opposed to converging to a low-quality local optimum. We

describe each algorithm in a unified framework that introduces separate cluster membe ...

27 Motion texture: a two-level statistical model for character motion synthesis 77%

Yan Li , Tianshu Wang , Heung-Yeung Shum
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

In this paper, we describe a novel technique, called motion texture, for synthesizing complex human-figure motion (e.g., dancing) that is statistically similar to the original motion captured data. We define motion texture as a set of motion textons and their distribution, which characterize the stochastic and dynamic nature of the captured motion. Specifically, a motion texton is modeled by a linear dynamic system (LDS) while the texton distribution is represented by a transition matrix indicat ...

28 Summarization: The use of unlabeled data to improve supervised learning for text summarization 77%

Massih-Reza Amini , Patrick Gallinari
Proceedings of the 25th annual international ACM SIGIR conference on Research and development in information retrieval August 2002

With the huge amount of information available electronically, there is an increasing demand for automatic text summarization systems. The use of machine learning techniques for this task allows one to adapt summaries to the user needs and to the corpus characteristics. These desirable properties have motivated an increasing amount of work in this field over the last few years. Most approaches attempt to generate summaries by extracting sentence segments and adopt the supervised learning paradigm ...

29 Intelligent signal analysis and recognition using a self-organizing database 77%

R. Levinson , D. Helman , E. Oswalt
Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 2 June 1988

30 Skinning: Multi-weight enveloping: least-squares approximation 77%

techniques for skin animation
Xiaohuan Corina Wang , Cary Phillips
Proceedings of the ACM SIGGRAPH symposium on Computer animation July 2002

We present a process called *multi-weight enveloping* for deforming the skin geometry of the body of a digital creature around its skeleton. It is based on a deformation equation whose coefficients we compute using a statistical fit to an input *training exercise.* In this input, the skeleton and the skin move together, by arbitrary external means, through a range of motion representative of what the creature is expected to achieve in practice. The input can also come from existing pie ...

31 A.I. and computational logic: An effective document clustering method using user-adaptable distance metrics 77%
Han-joon Kim , Sang-goo Lee
Proceedings of the 2002 ACM symposium on Applied computing March 2002

Document clustering is inherently an unsupervised learning process that organizes document (or text) data into distinct groups without depending on pre-specified knowledge. However, real-world applications, such as building a topical hierarchy for a large document collection, need to perform clustering under various kinds of constraints. This paper presents a new type of supervised clustering to organize information in a way that reflects knowledge provided by a user. As a means by which externa ...

32 Contributed articles: Genetic subtyping using cluster analysis 77%
Tom Burr , James R. Gattiker , Greggory S. LaBerge
ACM SIGKDD Explorations Newsletter July 2001
Volume 3 Issue 1

In this paper we (1) describe state-of-the-art methods to identify clusters in DNA sequence data for taxonomic analysis; (2) describe a new method with better scaling properties based on model-based clustering, and (3) present examples using the nucleoprotein and hemagglutin regions of influenza and the *env* and *gag* regions of human immunodeficiency virus (HIV).

33 Contributed articles on online, interactive, and anytime data mining: MobiMine: monitoring the stock market from a PDA 77%
Hillol Kargupta , Byung-Hoon Park , Sweta Pittie , Lei Liu , Deepali Kushraj , Kakali Sarkar
ACM SIGKDD Explorations Newsletter January 2002
Volume 3 Issue 2

This paper describes an experimental mobile data mining system that allows intelligent monitoring of time-critical financial data from a hand-held PDA. It presents the overall system architecture and the philosophy behind the design. It explores one particular aspect of the system---automated construction of personalized focus area that calls for user's attention. This module works using data mining techniques. The paper describes the data mining component of the system that employs a novel Four ...

34 Robots: intelligence, versatility, adaptivity: Probabilistic robotics 77%

Sebastian Thrun
Communications of the ACM March 2002
Volume 45 Issue 3

Planning and navigation algorithms exploit statistics gleaned from uncertain, imperfect real-world environments to guide robots toward their goals and around obstacles.

35 A modular software real-time brain wave detection system 77%

A. A. Arroyo , D. G. Childers
Proceedings of the 20th annual Southeast regional conference April 1982

The philosophy behind the modular design and implementation of a computer-driven facility to collect and process EEG records is illustrated. The software modules are stand-alone programs in their own right that can externally be reconfigured into the components to solve a more complex problem. As such, they behave like the "commands" of a command line interpreter (CLI). They are easily invoked by the use of operating system macros without increasing the demands on the system operator. By the use ...

36 Industrial Session: Speech-driven cartoon animation with emotions 77%

Yan Li , Feng Yu , Ying-Qing Xu , Eric Chang , Heung-Yeung Shum
Proceedings of the ninth ACM international conference on Multimedia October 2001

In this paper, we present a cartoon face animation system for multimedia HCI applications. We animate face cartoons not only from input speech, but also based on emotions derived from speech signal. Using a corpus of over 700 utterances from different speakers, we have trained SVMs (support vector machines) to recognize four categories of emotions: neutral, happiness, anger and sadness. Given each input speech phrase, we identify its emotion content as a mixture of all four emotions,

rather than ...

37 Audio Processing: A robust audio classification and segmentation method 77%

Lie Lu , Hao Jiang , HongJiang Zhang
Proceedings of the ninth ACM international conference on Multimedia
October 2001

In this paper, we present a robust algorithm for audio classification that is capable of segmenting and classifying an audio stream into speech, music, environment sound and silence. Audio classification is processed in two steps, which makes it suitable for different applications. The first step of the classification is speech and non-speech discrimination. In this step, a novel algorithm based on KNN and LSP VQ is presented. The second step further divides non-speech class into music, environm ...

38 Video Retrieval and Browsing: Comparing discriminating transformations and SVM for learning during multimedia retrieval 77%

Xiang Sean Zhou , Thomas S. Huang
Proceedings of the ninth ACM international conference on Multimedia
October 2001

On-line learning or "relevance feedback" techniques for multimedia information retrieval have been explored from many different points of view: from early heuristic-based feature weighting schemes to recently proposed optimal learning algorithms, probabilistic/Bayesian learning algorithms, boosting techniques, discriminant-EM algorithm, support vector machine, and other kernel-based learning machines. Based on a careful examination of the problem and a detailed analysis of the existing solutions ...

39 Image Retrieval: Extraction of feature subspaces for content-based retrieval using relevance feedback 77%

Zhong Su , Stan Li , Hongjiang Zhang
Proceedings of the ninth ACM international conference on Multimedia
October 2001

In the past few years, relevance feedback (RF) has been used as an effective solution for content-based image retrieval (CBIR). Although effective, the RF-CBIR framework does not address the issue of feature extraction for dimension reduction and noise reduction. In this paper, we propose a novel method for extracting features for the class of images represented by the positive images provided by subjective RF. Principal Component

Analysis (PCA) is used to reduce both noise contained in the orig ...

40 System architectures for computer music 77%

John W. Gordon
ACM Computing Surveys (CSUR) June 1985
Volume 17 Issue 2

Computer music is a relatively new field. While a large proportion of the public is aware of computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

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41 ARIMA time series modeling and forecasting for adaptive I/O prefetching 77%
Nancy Tran , Daniel A. Reed
Proceedings of the 15th international conference on Supercomputing June 2001

Bursty application I/O patterns, together with transfer limited storage devices, combine to create a major I/O bottleneck on parallel systems. This paper explores the use of time series models to forecast application I/O request times, then prefetching I/O requests during computation intervals to hide I/O latency. Experimental results with I/O intensive scientific codes show performance improvements compared to standard UNIX prefetching strategies.

42 From coarse to fine skin and face detection 77%
Hichem Sahbi , Nozha Boujemaa
Proceedings of the eighth ACM international conference on Multimedia October 2000

A method for fine skin and face detection is described that starts from a coarse color segmentation. Some regions represents parts of human skin and are selection by minimizing an error between the color distribution of each region and the output of a compression decompression neural network, which learns skin color distribution for several populations of different ethnicity. This ANN is used to find a collection of skin regions, which is used in a second learning step to provide parameters ...

43 Basic research for coloring multichannel MRI data 77%
Shigeru Muraki , Toshiharu Nakai , Yasuyo Kita
Proceedings of the conference on Visualization '00 October 2000

44 Automatically extracting highlights for TV Baseball programs 77%
Yong Rui , Anoop Gupta , Alex Acero
Proceedings of the eighth ACM international conference on Multimedia October 2000

In today's fast-paced world, while the number of channels of television programming available is increasing rapidly, the time available to watch them remains the same or is decreasing. Users desire the capability to watch the programs time-shifted (on-demand) and/or to watch just the highlights to save time. In this paper we explore how to provide for the latter capability, that is the ability to extract highlights automatically, so that viewing time can be reduced.

We focus on the sp ...

45 The role of media use and active learning in higher education: the development of an instrument to determine the dimensions of teaching 77%
Mark A. Serva , Mark A. Fuller
Proceeding of the 20th international conference on Information Systems January 1999

46 An empirical study of non-binary genetic algorithm-based neural approaches for classification 77%
Parag C. Pendharkar , James A. Rodger

Proceeding of the 20th international conference on Information Systems January 1999

47 Towards scalable support vector machines using squashing 77%
Dmitry Pavlov , Darya Chudova , Padhraic Smyth
Proceedings of the sixth ACM SIGKDD international conference on Knowledge discovery and data mining August 2000

48 Reward maximization in a non-stationary mobile robot environment 77%
Dani Goldberg , Maja J. Matari?
Proceedings of the fourth international conference on Autonomous agents June 2000

49 The analysis of a simple k-means clustering algorithm 77%
Tapas Kanungo , David M. Mount , Nathan S. Netanyahu , Christine Piatko , Ruth Silverman , Angela Y. Wu
Proceedings of the sixteenth annual symposium on Computational geometry May 2000

50 Performance analysis of distributed applications using automatic classification of communication inefficiencies 77%
Jeffrey Vetter
Proceedings of the 14th international conference on Supercomputing May 2000

We present a technique for performance analysis that helps users understand the communication behavior of their message passing applications. Our method automatically classifies individual communication operations and it reveals the cause of communication inefficiencies in the application. This classification allows the developer to focus quickly on the culprits of truly inefficient behavior, rather than manually foraging through massive amounts of performance data. Specifically, we trace t ...

51 Intrusion detection systems and multisensor data fusion 77%
Tim Bass
Communications of the ACM April 2000
Volume 43 Issue 4

52 Stochastic optimization and the simultaneous perturbation method 77%
James C. Spall

Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1 December 1999

53 Visual speech analysis and synthesis with application to Mandarin speech training 77%

Xiaodong Jiang , Yunlai Wang , Feiye Zhang
Proceedings of the ACM symposium on Virtual reality software and technology December 1999

This paper presents a novel vision-based speech analysis system STODE which is used in spoken Chinese training of oral deaf children. Its design goal is to help oral deaf children overcome two major difficulties in speech learning: the confusion of intonations for spoken Chinese characters and timing errors within different words and characters. It integrates such capabilities as real-time lip tracking and feature extraction, multi-state lip modeling, Time-delay Neural Network (TDNN) for vi ...

54 Audio-visual tracking for natural interactivity 77%

Gopal Pingali , Gamze Tunali , Ingrid Carlbom
Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

The goal in user interfaces is natural interactivity unencumbered by sensor and display technology. In this paper, we propose that a multi-modal approach using inverse modeling techniques from computer vision, speech recognition, and acoustics can result in such interfaces. In particular, we demonstrate a system for audio-visual tracking, showing that such a system is more robust, more accurate, more compact, and yields more information than using a single modality for tracking. We also dem ...

55 Modeling focus of attention for meeting indexing 77%

Rainer Stiefelhagen , Jie Yang , Alex Waibel
Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

56 APL and nested arrays—a dream for statistical computation 77%

Alan Sykes , Tom Stroud
ACM SIGAPL APL Quote Quad , Proceedings of the conference on Share knowledge share success January 1998
Volume 28 Issue 4

57 A sub Bayesian nearest prototype neural network with fuzzy interpretability for diagnosis problems 77%
Saman Halgamuge , Christoph Grimm , Manfred Glesner
Proceedings of the 1995 ACM symposium on Applied computing
February 1995

58 A verification methodology for computer systems users 77%
M. S. Obaidat
Proceedings of the 1995 ACM symposium on Applied computing
February 1995

59 Viewing all models as “probabilistic” 77%
Peter Grünwald
Proceedings of the twelfth annual conference on Computational learning theory July 1999

60 Learning fixed-dimension linear thresholds from fragmented data 77%
Paul W. Goldberg
Proceedings of the twelfth annual conference on Computational learning theory July 1999

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61 Applications of face and gesture recognition for human-computer interaction 77%
Richard B. Reilly
Proceedings of the sixth ACM international conference on Multimedia: Face/gesture recognition and their applications September 1998

62 Probabilistic segmentation of volume data for visualization using SOM-PNN classifier 77%
Feng Ma , Wenping Wang , Wai Wan Tsang , Zesheng Tang , Shaowei Xia , Xin Tong
Proceedings of the 1998 IEEE symposium on Volume visualization October 1998

63 A brief look at some machine learning problems in genomics 77%
David Haussler
Proceedings of the tenth annual conference on Computational learning theory July 1997

64 Authentication via keystroke dynamics 77%

Fabian Monrose , Aviel Rubin
Proceedings of the 4th ACM conference on Computer and communications security April 1997

65 Terrain database interoperability issues in training with distributed interactive simulation 77%
Guy A. Schiavone , S. Sureshchandran , Kenneth C. Hardis
ACM Transactions on Modeling and Computer Simulation (TOMACS) July 1997
Volume 7 Issue 3

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

66 Video Rewrite: driving visual speech with audio 77%
Christoph Bregler , Michele Covell , Malcolm Slaney
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

67 Economic forecasting by the deterministic-adaptive method 77%
Sergei M. Obraztsov , Dmitri V. Chelegatski , Inna N. Louneva , Alexander L. Shimkevich
ACM SIGAPL APL Quote Quad , Proceedings of the conference on Designing the future June 1996
Volume 26 Issue 4

Economic forecasting is of great importance when some economic mechanism is changed rapidly as in Russia nowadays. Any economic system is a deterministic-stochastic entity of great complexity. Because of this, informative models which offer the interplay of the most significant factors are inadequate for satisfactory long-term forecasting.The paper describes a forecasting procedure based on the joint use of formalized method (numerical simulation) and adaptive method (simulation with a neural ne ...

68 Open-vocabulary speech indexing for voice and video mail retrieval 77%
M. G. Brown , J. T. Foote , G. J. F. Jones , K. Spärck Jones , S. J. Young

Proceedings of the fourth ACM international conference on Multimedia February 1997

69 A statistical approach to decision tree modeling 77%

Michael I. Jordan

Proceedings of the seventh annual conference on Computational learning theory July 1994

A statistical approach to decision tree modeling is described. In this approach, each decision in the tree is modeled parametrically as is the process by which an output is generated from an input and a sequence of decisions. The resulting model yields a likelihood measure of goodness of fit, allowing ML and MAP estimation techniques to be utilized. An efficient algorithm is presented to estimate the parameters in the tree. The model selection problem is presented and several alternative pr ...

70 Defect prediction with neural networks 77%

Robert L. Stites , Bryan Ward , Robert V. Walters

Proceedings of the conference on Analysis of neural network applications May 1991

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